CONFLICT ZONE™

MODERN WAR STRATEGY

TEEN
T
CONTENT RATED BY ESRB

MASA

Ubi Soft
ENTERTAINMENT
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WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge.
  Never use solvents or abrasive cleaners.

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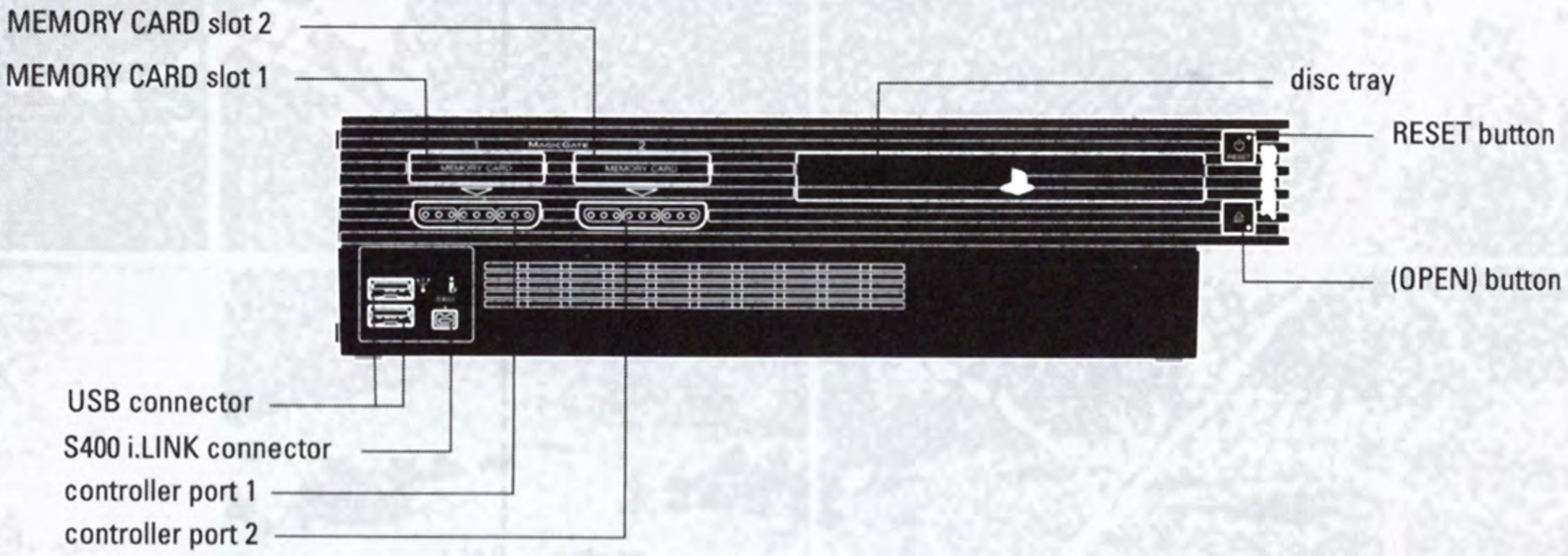
I. GETTING STARTED

PlayStation®2 computer entertainment system

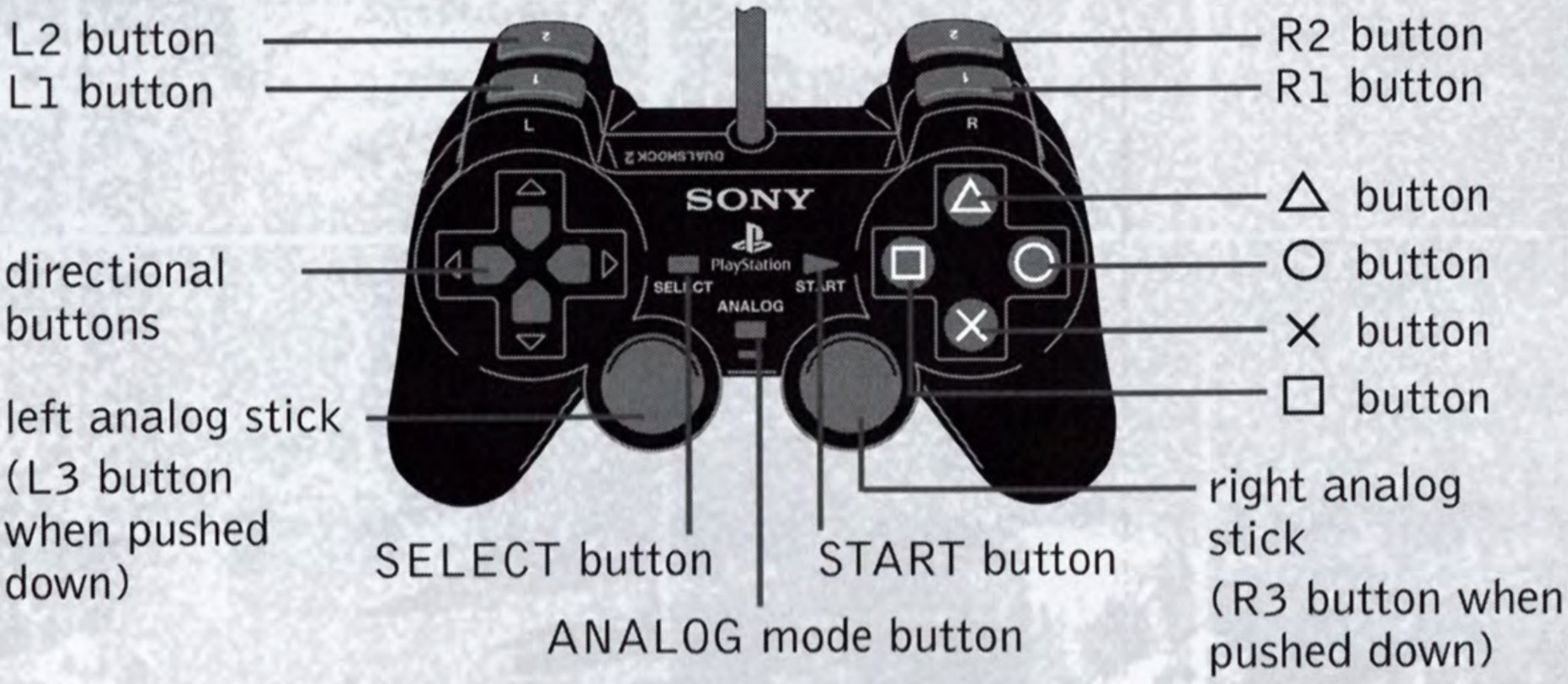


1. Set up your PlayStation®2 computer entertainment system according to the instructions in its instruction manual.
2. Make sure the MAIN POWER switch (located on the back of the console) is turned on.
3. Press the standby/RESET button. When the power indicator lights up, press the open button and the disc tray will open.
4. Place the CONFLICT ZONE™ disc on the disc tray with the label side facing up. Press the button again and the disc tray will close.
5. Attach game controllers and other peripherals, as appropriate.
6. Follow on-screen instructions and refer to this manual for information on using the software.

Conflict Zone supports the DUALSHOCK®2 analog controller and the memory card (8MB) (for Playstation®2) if you wish to save your progress.

II. CONTROLLER

DUALSHOCK®2 analog controller



Conflict Zone supports the DUALSHOCK®2 analog controller and the DUALSHOCK® analog controller.

III. GEOPOLITICAL CONTEXT

In 2010, though the risk of global conflict seems to have been removed once and for all, civil wars or conflicts between independent countries still break out from time to time. To resolve these conflicts, the major democratic powers have created a mediation and intervention organization: the ICP (International Corps for Peace).

1. ICP

The ICP has a multinational intervention force to solve the crisis. Its goal is to reestablish peace and to protect civilian populations. However, the use of brute force is not enough to reach a solution, as the media are present in every crisis. Their influence on public opinion is obvious, and the ICP must strive to give the best possible public image of itself and avoid blunders wherever possible. The media aspect has therefore become crucial. To neglect this fact would be a serious mistake.

2. GHOST

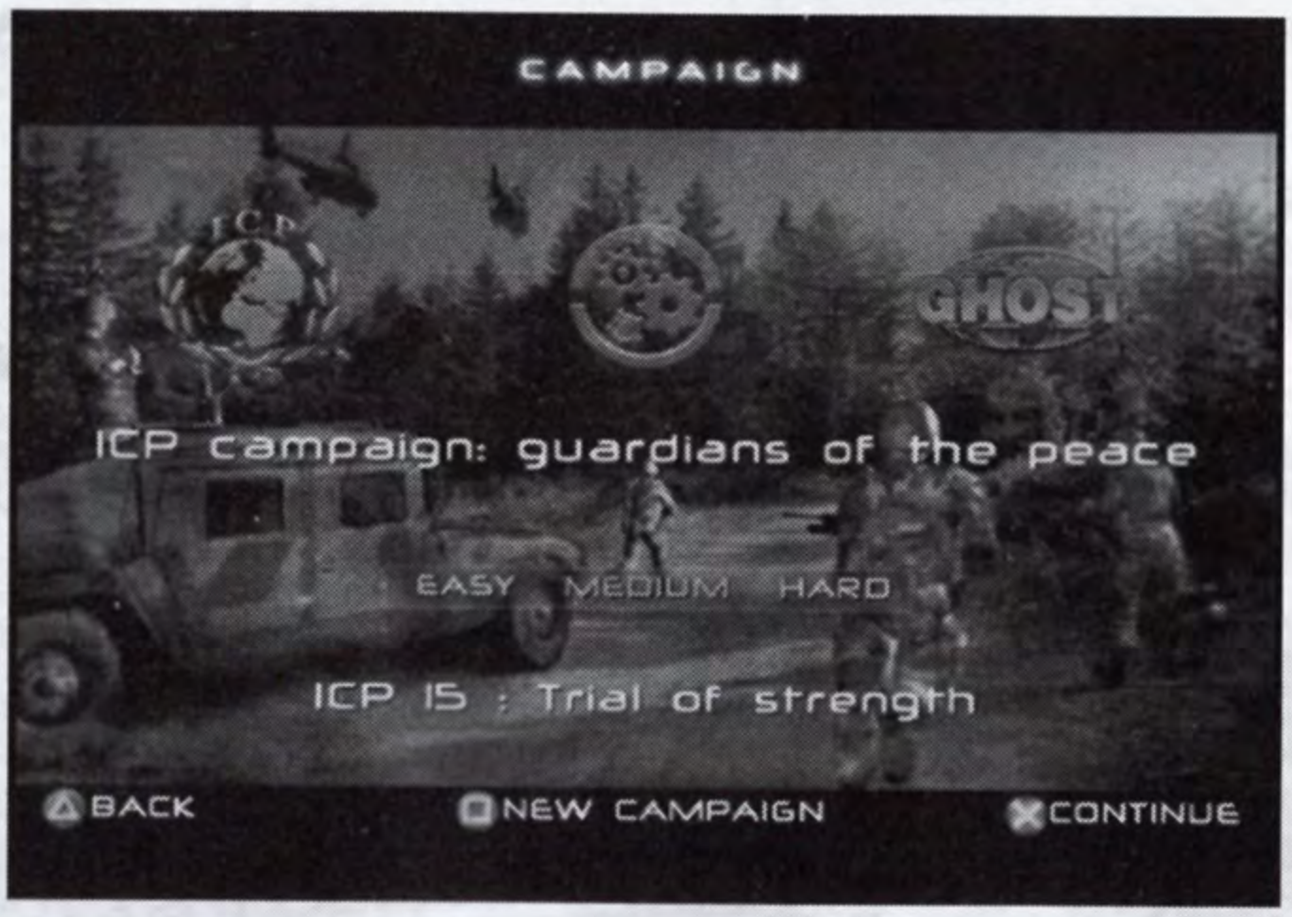
The GHOST is a secret group of large multinational corporations and independent countries. Its objective is to protect the interests of its members. To do this, the GHOST is willing to stir up the international scene and provoke crisis situations to discredit the ICP and prevent the ratification of agreements that would prove too constrictive for the interests of its members. The GHOST will stop at nothing...

IV. MENU OPERATION

You can skip the introductory video scenes by pressing the ⊗ button. On the title screen, press Start to reach the main menu. If the Demo mode starts up, you can interrupt it at any time by pressing Start.

Use the up and down directional buttons to navigate through the main menu. The ⊗ button validates your choice. The △ button takes you back to the title screen.

1. New Campaign ("Campaign")



Enables you to begin one of the 2 campaigns proposed in Conflict Zone or to play the tutorial training mission (as an ICP player).

Each campaign is independent of the others, and campaigns can be played in any order. For as long as it takes to win a mission, it can be started over as many times as necessary. When a mission has been won for the first time, the player can go on to the following mission and his progress is registered.

- **"ICP Campaign: Guardians of the Peace."** The ICP campaign places you at the head of the ICP's Territorial Army. As a general, your task will be to command the ICP troops to intervene in different conflicts and to cease the aggressive whims of the attacking country.
- **"GHOST Campaign: The Power of Darkness."** The GHOST campaign places you in the role of military head of the secret organization that works to destabilize the ICP and increase

its own profits. How does it operate? It manipulates the small countries and forces them into attacking their neighbors.

- **"Tutorial: Training Mission."**

The tutorial comprises a unique training mission to teach you the basics of the game: camera and interface use, base development, the use of units and commanders.

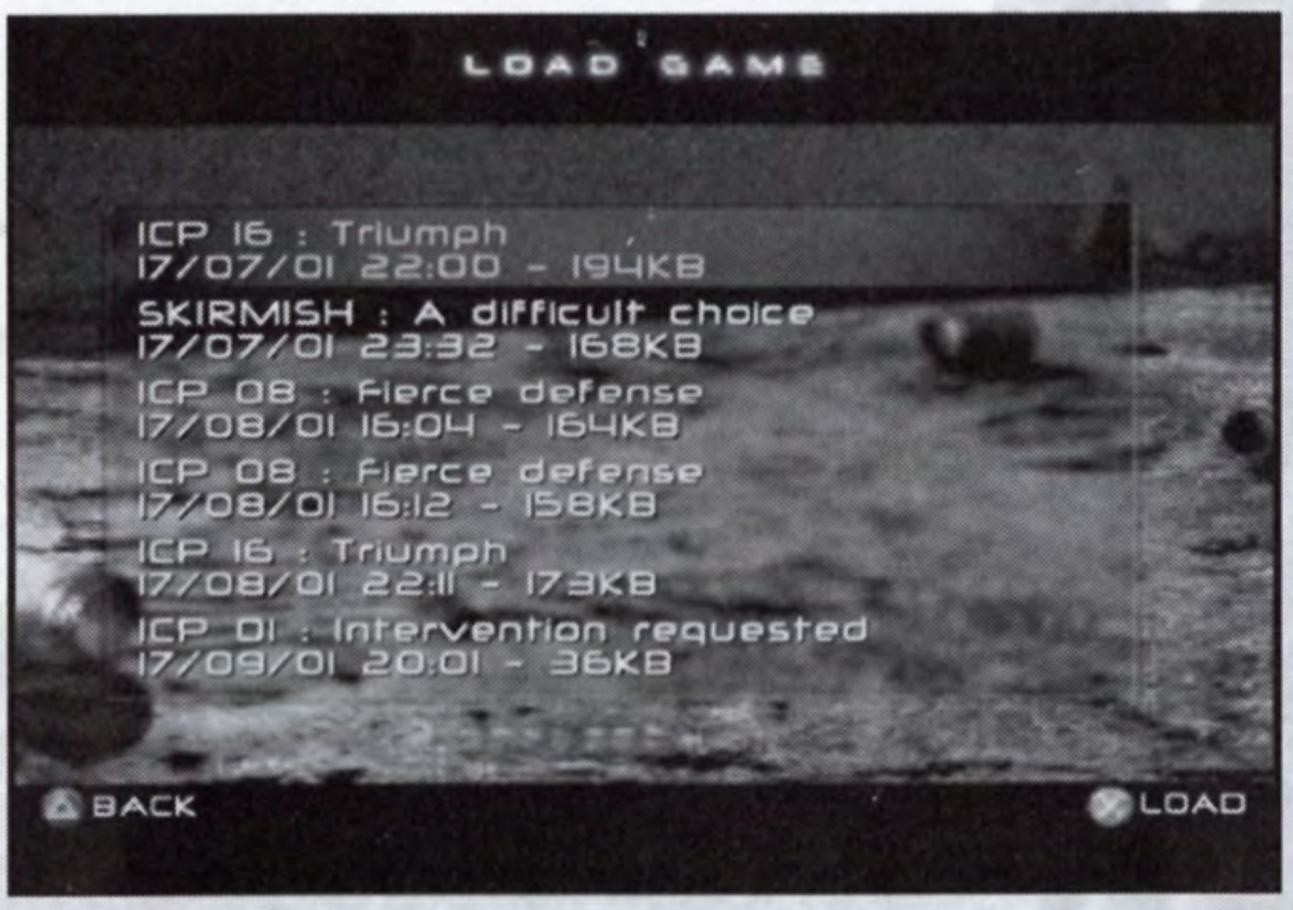
Use the left and right directional buttons to choose a campaign.

Press the down directional button, then use the left and right directional buttons to choose the level of difficulty: "Easy," "Medium," or "Hard."

To begin a new campaign, press the ■ button.

If you have already started a campaign, all you have to do is press the ✕ button. This enables you to resume the campaign where you left off.

2. Continuing a Game ("Load")



The list of all the saved games on the memory card (8MB) (for PlayStation®2) appears on the screen. Use the directional buttons to choose the game, then launch it by pressing the ✕ button.

3. Replaying a Mission ("Replay")

Enables you to play again any mission already accomplished.
Use the directional buttons to choose the mission you wish to replay and to change the level of difficulty. Then launch the game by pressing the ⊗ button.

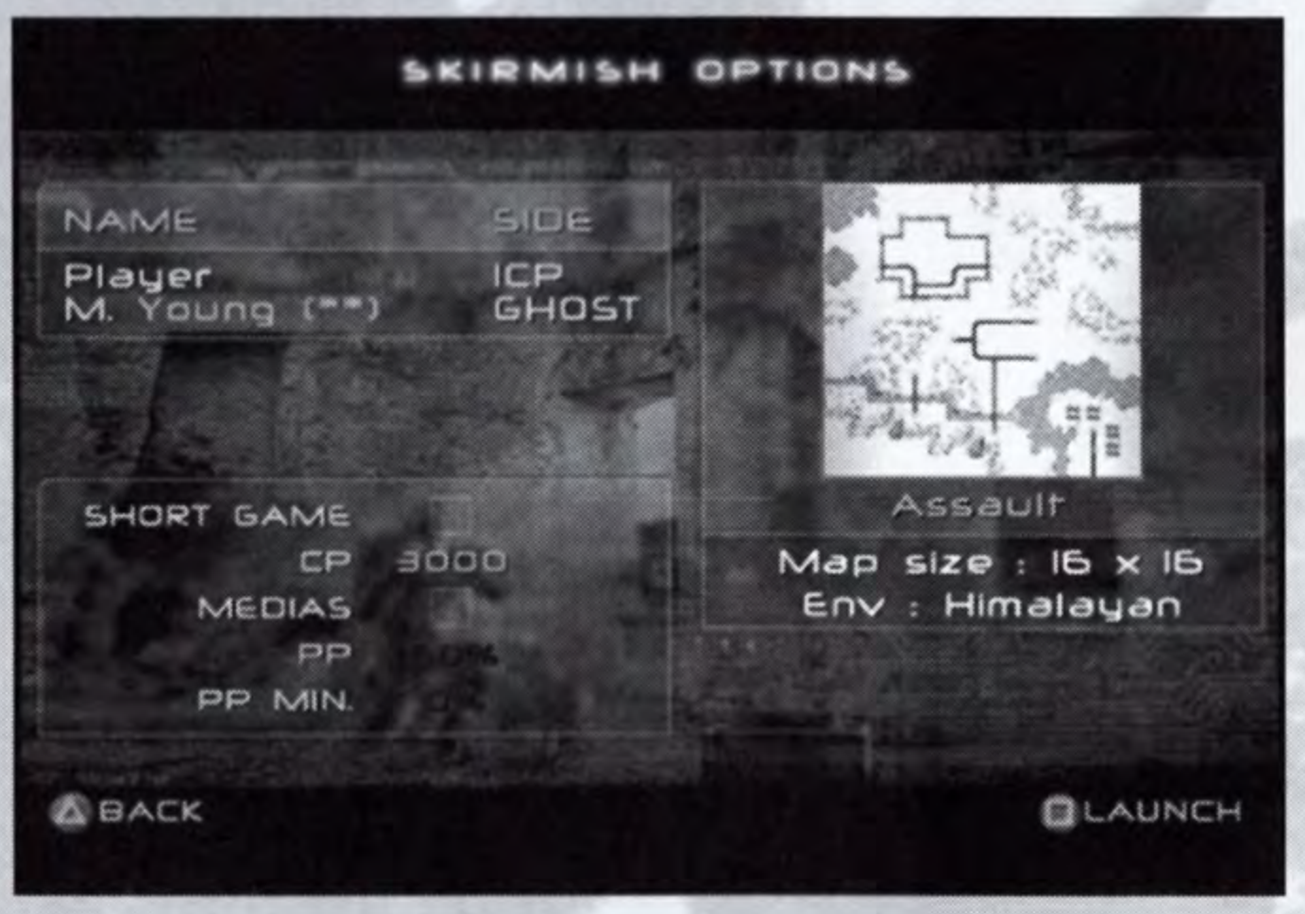
4. Skirmish ("Skirmish")

Skirmish game mode:

This mode enables you to play games against a computer-controlled player. The aim is to eliminate your adversary. This is achieved if:

- he has no more units (troops or buildings);
- his popularity level is below the minimum threshold (if the "minimum popularity" option has been checked);
- or if he no longer has any buildings (if the "short game" option has been checked).

Configuring a Skirmish Game



Use the left and right directional buttons to navigate. The Cross button is used to activate or deactivate options.

- **Choice of adversary:** In the "Name" column, press the ⊗ button on the default adversary name to open the list of all the names, then use the up and down directional buttons to choose another name, if desired. Lastly, validate your choice with the ⊗ button.
- **Choice of player's side:** Press the ⊗ button on your adversary's camp or your own camp in the "Camp" column to toggle between ICP and GHOST.
- **Map selection:** Press the ⊗ button to open the list of game maps. Use the up and down directional buttons to choose one from the list and validate your choice with the ⊗ button. You can also scroll through the list of maps using the up and down directional buttons.
- **Initial resources:** Press the ⊗ button in the "CP" and "PP" text zone to determine the command points and the popularity score of all the players at the start of the

game. The ⊗ button increases the value and the ◎ button decreases it.

• **Using the media:** Check the "Media" option if you want popularity to be taken into account. If the option is unchecked, the players' popularity scores (and technological trees) will remain at their initial level: 100%.

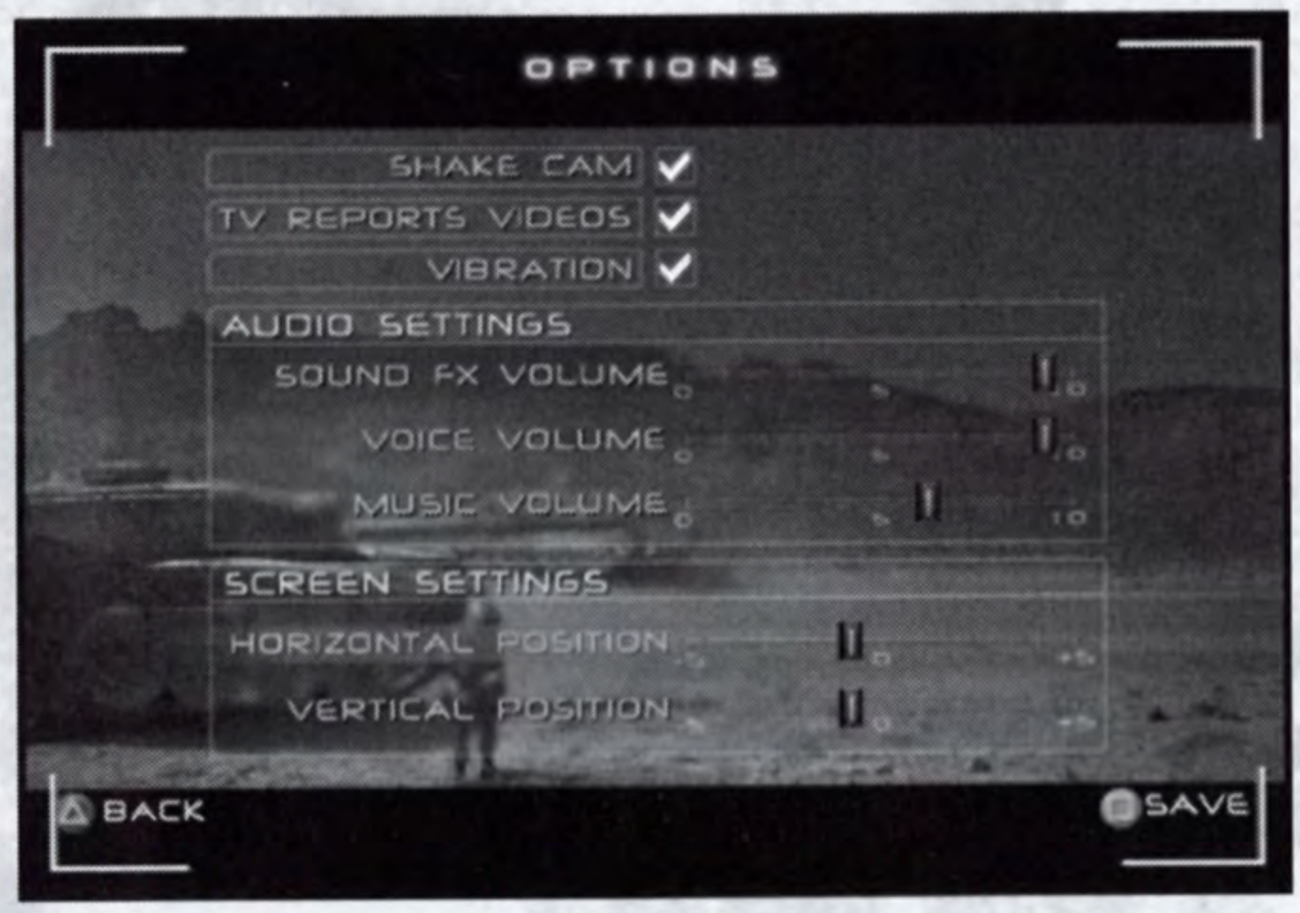
• **Popularity:** "PP" determines the popularity threshold at the outset. The ⊗ button increases the value and the ◎ button decreases it.

• **Minimum popularity:** "Min PP" determines the popularity score below which a player is declared defeated. The ⊗ button increases the value and the ◎ button decreases it. If the "Media" option is unchecked, "Min PP" is not accessible.

• **Quick game:** Check the "Short game" option to activate the defeat of a player who has no buildings left.

Press the ▣ button to start the game.

5. Options ("Options")



Use the up and down directional buttons to navigate through the options.

Use the left and right directional buttons to change the values, and press the ⊗ button to activate or deactivate an option.

• **"TV Reports Videos":** Determines whether videos should be played to complement Media messages.

• **"Vibration Function":** Determines whether the vibration functions of the DUALSHOCK®2 analog controller are used when explosions take place.

Move the cursors using the left and right directional buttons to adjust the volume of sound effects, voices, and music.

Move the cursors using the left and right directional buttons to adjust the screen.

Press the △ button to save your settings and to go back to the previous screen.

6. Cinematic Scenes ("Videos")

Click on "Videos" to reach the menu of cinematic scenes. You can watch all the cinematic scenes you have already triggered in campaign mode once again.

You can also view the "Credits" to see the Conflict Zone creation team. Press the △ button to go back to the main menu.

7. Pause Menu

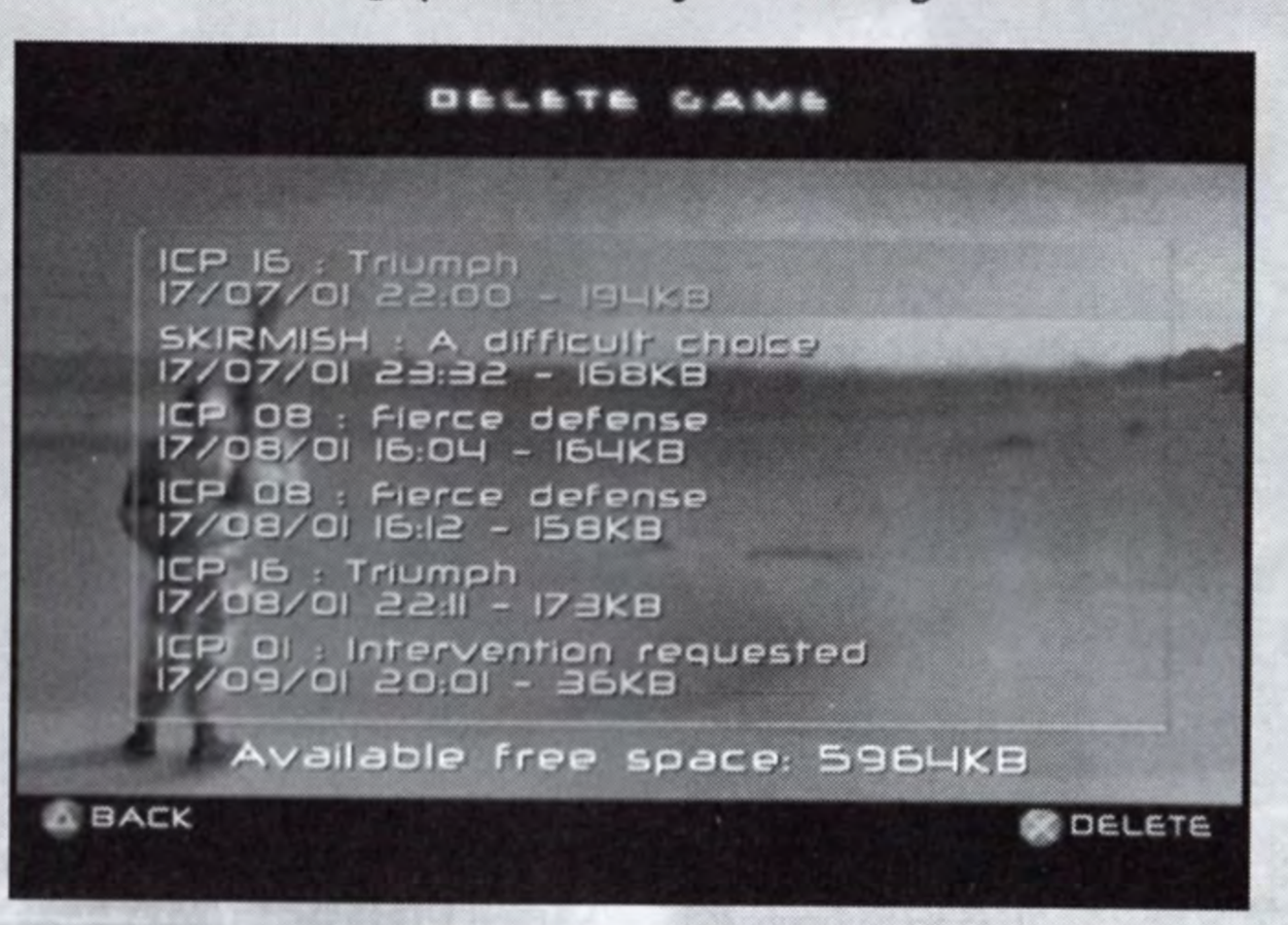
During a game, press the START button to pause the game and display the menu below. Hit the START button again to return to the game.

"Pause Menu": Allows you to save actual game data as Conflict Zone autosaves options. During play, pause the game, then choose the save game option.

"Save Game": Stores the game. A Save screen tells you the name of the saved game and the amount of free space you have on the memory card.

If you have enough room on your memory card (8MB) (for PlayStation®2), press the △ button to save the game.

You may also choose to create space on a memory card (8MB) (for PlayStation®2) by deleting previously saved games ("Delete").



Press the ■ button to open the "Delete" menu. Select the saved game you wish to delete and press the ✕ button. You will be asked to confirm your choice. Press the ✕ button to confirm, or press the △ button to cancel.

- **"Load Game":** to load a game.
- **"Objectives":** to display the mission objectives.
- **"Quit Game":** to quit the current game. The end-of-game screen is displayed, informing you that you have abandoned the game. You then have a choice between starting the same mission again or going back to the main menu.
- **"Resume Game":** to go back into the game.

8. Visual Help You can show or hide the visual help at any time during the game by pressing the SELECT button.

V. GAME INTERFACE

1. Camera Controls and Orientation

Main camera controls

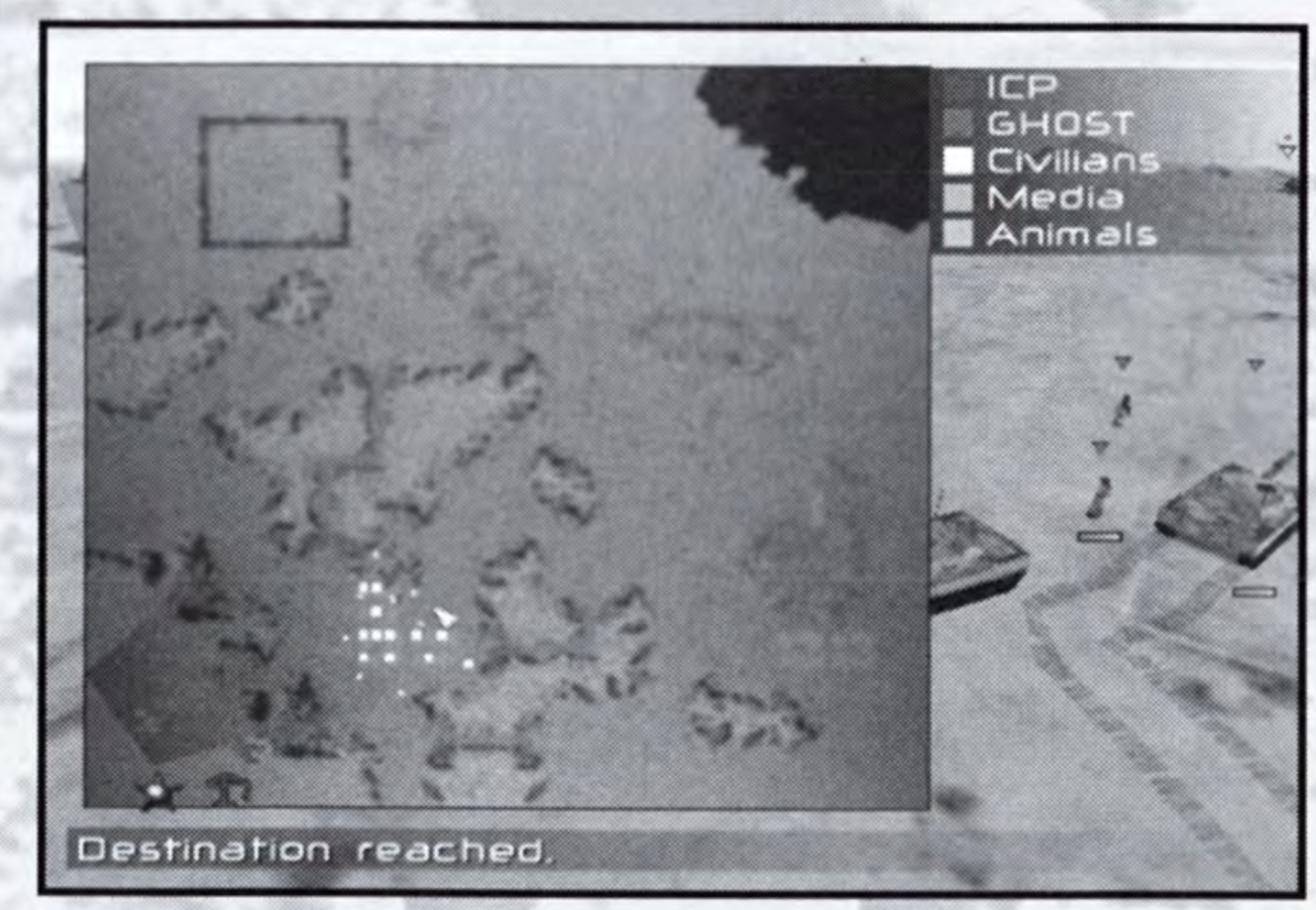
- Left analog stick: to move the camera.
- Right analog stick; to rotate the camera.
- Press the L3 or R3 button to reset the camera.
- R2 button + ✕ button: to zoom in.
- R2 button + ○ button: to zoom out.
- R2 button + ■ button: to loop between pursuit mode (the camera

follows the unit, and you can turn around it), "subjective vision" mode (the camera becomes a subjective, fixed camera enabling you to see what the unit sees) and "close vision" mode (where the camera is behind the unit and fixed).

- L2 button + up, down, left or right directional buttons: to memorize camera positions.
- L1 button + up, down, left or right directional buttons: to recall memorized camera positions.

Radar minimap (R1 button + Up directional button)
A radar minimap that represents the entire terrain can be found at the top right-hand side of the screen. A blue trapezoid represents your current field of vision. To access it, press the up directional button while holding the R1 button down. Use the radar minimap to move instantly to any point on the ground. Use the ■ button inside the radar minimap and you will be teleported to the designated place. You can also hold the ■ button down and use the analog stick to move around quickly on the minimap. Press the ● button to go back to the normal mode.

Strategic map (R1 button + press the up directional button twice)
This is an enlarged, more detailed version of the minimap. You can access it by pressing the R1 button and pressing the up directional button twice. It works in a similar way to the minimap.



Symbols and arrows indicate your troop positions and movements, and the positions of the other protagonists in the conflict when they are in the field of vision of your units. On the right-hand side, a key indicates to whom the units and buildings belong. Mobile units are represented by directional triangles and the buildings by squares. Your selected or attacked units flash so as to be easily spotted. Hit the ● button to go back to normal mode.

Note: When a spy enables you to infiltrate a fixed radar or an enemy command center, the strategic map gives you the enemy troop positions and movements!

Text information and camera movement zone (down directional button + R1 button).

The messages sent to you by your units, commanders, the media, etc. are written on the bottom left-hand side of your screen. The 3 latest messages received remain visible in the text information zone. When you click on one of these messages, the camera moves and automatically points to the place it was sent from.

2. Resources

To succeed in your task, you need to control the levels of 3 different resources: your command points, your popularity score, and the energy ratios of your bases. The resource line at the top left-hand side of the screen keeps you permanently in touch with your command points and popularity score. When one of your buildings is selected, the energy ratio for the base it belongs to appears.

Command points

Command points are used to construct buildings and buy troops and combat vehicles. They are continually attributed to you by your high command at the speed indicated on the side (command points won per second).

If you are playing for the ICP, you will receive bonuses if you save civilians, but you will need to create a refugee camp and go and pick up the civilians in the villages with a Civilian Helicopter.

Popularity score

The popularity score (a percentage) reflects the level of trust the high command has in you. You must have a minimum popularity score if you want to buy a building or unit. This should be specific to each building or unit.

The popularity score is directly linked to the way you conduct your operations and determines your technological tree.

If you respect your camp's doctrine, your popularity increases and your technological tree develops. If, on the other hand, you do not respect the doctrine, your popularity falls and access to certain buildings and units will not be allowed until you gain sufficient popularity.

Note: For more information on the popularity score with regard to the sides played, please refer to the chapters "ICP Camp" and "GHOST Camp" elsewhere in this manual.

Energy ratio

The percentage displayed corresponds to the energy produced / energy consumed ratio at the base the selected building belongs to. This ratio can be more than 100%.

Most of the buildings you construct consume energy. You should therefore build enough generators to correctly supply each of your bases and maintain the energy ratio above 100%. If the ratio goes below 100%, a beep will warn you that your automatic defenses are no longer functioning and that possible construction speed bonuses have been deactivated. You will need to build extra generators to bring the energy ratio back up to 100% and to cancel out the effects of under-supplying. Once you have achieved over the 100% limit, your base will instantly become operational once more.

Construction speed

The number displayed informs you of the speed of construction of your buildings. If you build a logistics center, your buildings are constructed twice as fast. If two logistics centers are built, your buildings are constructed three times as fast. It is not possible to build more than two logistics centers per base.

3. Establishing a base

To establish a base, move one of your units to a zone of ground that is made up of dark rectangles. These rectangles indicate locations where a base can be built. One of the orders available (R1 button + right directional button) for troops posted on the site of your future base is "Colonize." The colonization function allows you to create your command center. The base development is only possible once the command center is completed. Validate the icon with the ⊗ button to begin colonizing and developing the base. You win a number of command points, corresponding to the size of the base.

You can begin developing the base as soon as the command center has been built.

Constructing buildings

Select your command center with the ⊗ button to display the icons for the buildings you can construct. You can also press simultaneously on the R1 button and the right directional button. To begin with, only a few buildings are available. Click on the generator icon, then designate an available site for your base (using the directional buttons) to begin

construction. When the generator has been built, you will be able to access new buildings.

The technological tree for buildings (the buildings you can access) is limited at the outset of campaigns, but it opens out progressively.

Assembling vehicles and equipping soldiers

(right directional button + R1 button)

Select one of your production buildings (camp, vehicle factory, etc.) with the ⊗ button. A list of icons appears; these are all the units accessible from this building.

Click with the ⊗ button on the icon of a type of unit to buy it. Click again to order more. The number of units ordered appears on the icon and an order progress bar appears next to the production building. When the progress bar is full, the unit will come out of the building. To cancel a building, press the ▣ button. The number of units ordered decreases by 1. If you cancel a unit that is currently being built, the money will be refunded to you.

You may also buy vehicles and soldiers by clicking on the command center or pressing simultaneously on the R1 button and right directional button. If you go through the command center you will be able to distribute your orders automatically between all the available production buildings.

The shaded icons correspond to the units that are temporarily inaccessible due to an insufficient popularity score or insufficient command points.

As with buildings, the units' technological tree is limited when you start a campaign, but it opens up as the missions progress.

4. Controlling your Units

Selection

- ⊗ button + Left analog stick: to create a classic selection rectangle
- ⊗ button + Directional button: to create a selection circle
- ⊗ button (on an unselected unit): adds this unit to the selection (additive mode)
- ⊗ button (on a selected unit): withdraws this unit from the selection
- ○ button: deselects all selected units
- □ button: selects all units on the screen

Note: Pressing the R1 button and the □ button simultaneously will destroy your selected units.

Ongoing selection list

When you select a group of units, the list at the top left-hand corner of the screen specifies the amount and type of units. To access this list, keep the R1 button pressed down and press on the left directional button. This list is interactive:

- Click with the ⊗ button on a type of unit to restrict your selection to that particular type.
- Click with the □ button on a type of unit to remove that type from the selection.

Memorizing a current selection

• L2 button + ⊗, ○, □, or △ buttons: the selected units take their group number from the button you pressed: ⊗, ○, □, or △. A small symbol is linked to the group.

• L1 button + ⊗, ○, □, or △ buttons: the memorized units in the corresponding group (⊗, ○, □, or △) are selected. Press again on the ⊗, ○, □, or △ button to center the camera on the selected group.

Orders to Units

Automatic Orders

• ⊗ button (on another unit): the selected units carry out the most logical order on the target.

• ⊗ button (on the ground): the selected units move – if possible, to the place indicated.

Note: You may also use the radar minimap or the strategic map to designate a destination.

• Attack: Press the ⊗ button on an enemy unit or building and your units will attack it.

• Group attack: Press the ⊗ button on an enemy unit belonging to an enemy group and your units will divide out the targets by themselves.

Forced fire

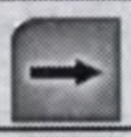
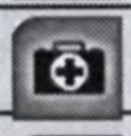
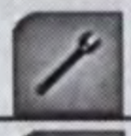
If the choice of your units no longer suits you during a group attack, or if you want to concentrate fire on a unique target, hold the ⊗ button down for 1 second when on the target unit: this forces fire, even against allies and civilians, regardless of the firer's behavioral order.

Manual orders

You may also use order icons. To display order icons, select the units and press simultaneously on the R1 button and the right directional button 3 times in succession if the commanders are available to you. (If it is not yet possible for you to use the commanders, just press twice in succession on the right directional button).

The number and nature of the icons displayed will depend on the type of units selected. When units with different skills are selected, only the orders common to your group are accessible.

The following table lists all the orders accessible in Conflict Zone:

Icon	Order	Comments
	**Move**	The units move to the indicated spot if it is accessible.
	Stop	Immediate stop of selected units.
	Attack	The target or the designated destination is attacked.
	Defend	Take up position on a spot and protect it.
	**Cure**	Enables doctors to cure wounded infantrymen.
	**Repair**	Enables mechanics and breakdown trucks to repair damaged units. Repair trucks only repair armored vehicles.
	Infiltrate	Spies only. They can infiltrate radars (fixed) and command centers or enemy outposts.
	Load	Infantrymen only. Designates the vehicle (armored troop transporter or transport helicopter) to load the selected units.
	Unload	Armored troop transporter and transport helicopters only. Indicates place of unloading.
	Sabotage	Commandos only (saboteurs and snipers). Indicates building to be sabotaged.
	Mine	Minelayers only. Click on the place to be mined.
	Auto-Kill	Destroy the selected unit (valid for all troops and for buildings).
	Shelter	In case of aerial attack, select this icon to order selected units to go to a shelter. The units given safety orders on a base, automatically sheltering in case of attack.

VI. THE COMMANDERS

As you progress in your campaign, commanders are designated along the way to reward and assist you in your operations. You can have up to four commanders with you. You may delegate missions to them and put them in charge of bases and men. This enables you to concentrate on the jobs you are particularly interested in, and to cope with the more complex situations without letting things get out of hand.

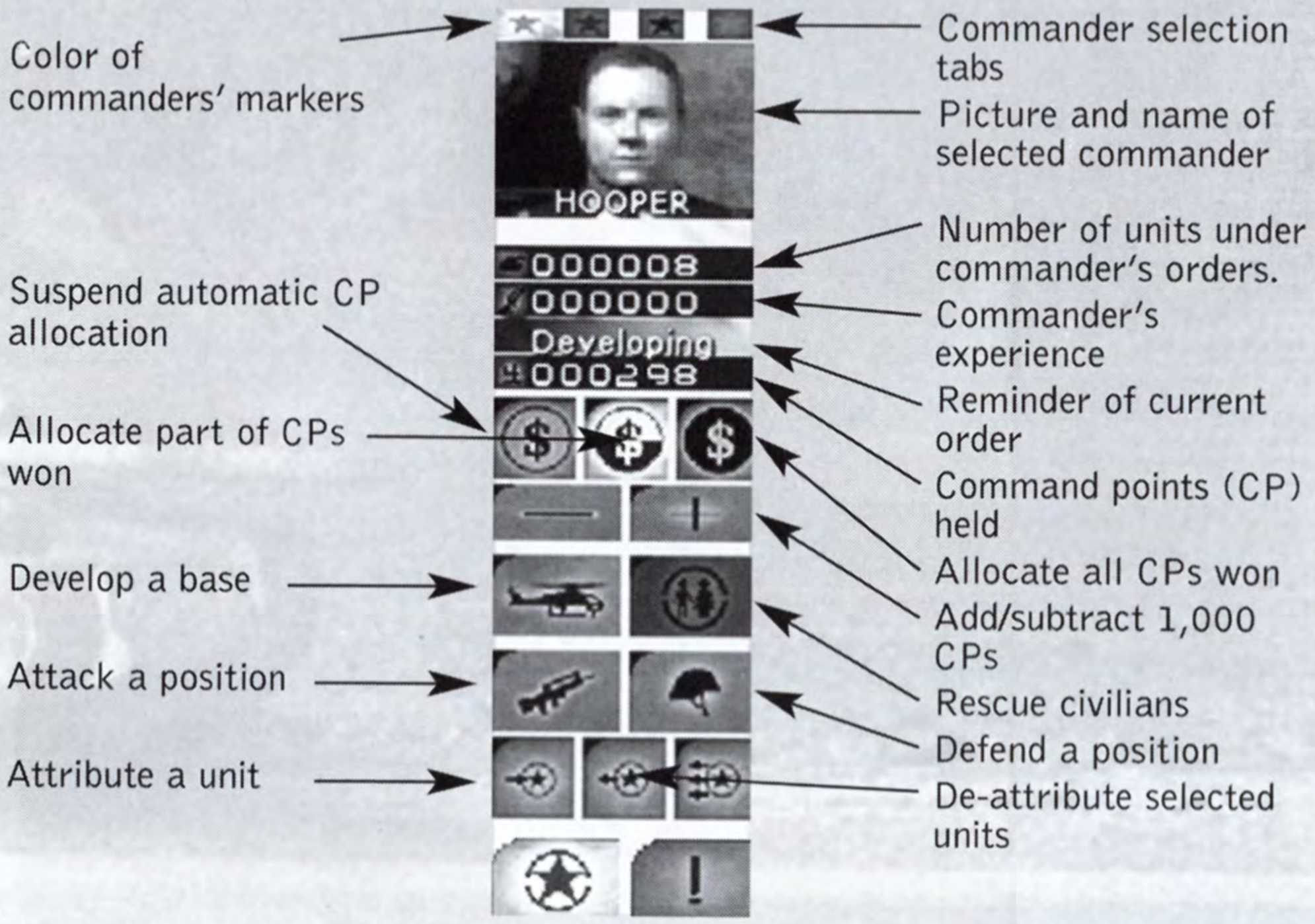
All commanders are capable of taking charge of any type of mission: attacking, defending, base development, and, as an option, looking after and picking up

civilians. Commanders all have personalities and strategic preferences that will exert a strong influence over the way they carry out the tasks given to them. Moreover, depending on the trust you have in them, they will gradually confirm, or on the contrary, modify their style.

Press the R1 button and the Right directional button twice to open the panel of commander orders. This panel is made up of 4 tabs maximum, one per commander. Use the directional buttons to move the cursor and click on one of the tabs to select another commander.

1. Delegating a Base

You may give a commander money so that he can develop, maintain, and defend one of your bases. Here is the commander menu:



To get a commander to develop a base, validate the development icon with the ⊗ button, then designate the base to be developed. If this need arises, the buildings that have already been created are topped by a colored triangle indicating that the base is henceforth under a commander's control:

Note: Each triangle's color corresponds to a commander. The commander's color is shown on the tabs of the commander menu.

When a camp and a vehicle factory have been built, your commander will most certainly begin equipping the soldiers and assembling the combat vehicles. All the units created by a commander are under his orders by default. He will distribute them to defend his base. According to the commander chosen, the types of buildings and units created will be totally different. Moreover, depending on the context and that commander's experience working with you, each commander will adapt the way he or she develops a base. The evolution of your commanders is saved in your player profile.

2. Retaking and Attributing Units

You may take back control of the units created by your commander at any time.
The characteristic triangle disappears when you give orders to units commanded by your commander. Additionally, the attribution icons in the commander menu (see previous diagram) enable you to exchange units with your commanders.

3. Giving Orders to a Commander

Select one of your commanders. Select a group of units and assign them to him. Select and validate his attack icon and designate an objective (an enemy base, for example). As soon as the order is valid, the commander will rally his men towards the objective. If the commander was in charge of developing a base, he will abandon it immediately.

Warning: One commander cannot carry out two simultaneous orders. If you do not want your base to be abandoned, you will either have to give it to another commander or take over its development and protection yourself.

4. The Different Commanders

1. ICP COMMANDERS

COMMANDER HOOPER
AGE: 45
SPECIALIZATION: Attack operations.
PROFILE: Aggressive and sure of himself. A go-getter who doesn't mess around. Give him plenty of armored vehicles and he'll be delighted.

COMMANDER SHARMAN
AGE: 60
SPECIALIZATION: Defense operations.
PROFILE: Calm and collected. His combat experience has taught him wisdom and patience. You can be sure that an adversary won't be able to pull the same stunt twice with him.

COMMANDER EVANS
AGE: 35
SPECIALIZATION: Very versatile.
PROFILE: Dynamic and proud. Received major awards at the military academy and totally masters the entire arsenal the ICP has put at her disposal.

COMMANDER DENNIS
AGE: 40
SPECIALIZATION: Commando operations.
PROFILE: Cunning and persevering. Second-to-none tactician who always makes it a point of honor to protect the largest possible number of human lives.

2. GHOST COMMANDERS

COMMANDER WALKER
AGE: 50
SPECIALIZATION: Attack operations.
PROFILE: Dry and pretentious. Pitiless on the battlefield, he is only satisfied when the adversary capitulates or is decimated.

COMMANDER CLAYFIELD
AGE: 60
SPECIALIZATION: Defense operations.
PROFILE: Cruel and scheming. He has no qualms about sending his men to certain death. Final victory is all that is important to him.

COMMANDER SPARROW
AGE: 40
SPECIALIZATION: Very versatile.
PROFILE: Hard and cold, does not tolerate any form of indiscipline. Highly rigorous, she has no qualms about placing her troops on the field like pawns on a chessboard.

COMMANDER HOLLOWAY
AGE: 55
SPECIALIZATION: Commando operations.
PROFILE: Cynical and very condescending. A veteran of many conflicts who has been through it all; not even the most desperate of situations fazes him.

VII. TACTICAL GUIDE

1. Behavioral Orders

The control of units necessitates orders and instructions. Your units will not follow your orders in the same way, whatever the instructions given. You should learn to use the 3 instructions for maximum efficiency.

The instructions can be changed by pressing simultaneously on the R1 button and the ⊗ button. Each unit is topped by a marker that indicates the instruction it is under at that particular moment.

Name of Instruction	Marker	Description
Defensive	▼ (Green)	The units attack only in counterattack and try to avoid combat if they can.
Strict	▼ (Yellow)	Default instruction. The units obey orders in the most rigorous way with no regard for danger. This does not mean that your units will not take any personal initiative. They will systematically fire on sight at all enemies within range.
Aggressive	▼ (Red)	The units systematically look for combat situations where they can cause damage to the enemy. If they can't counterattack, their survival instinct will tell them to take refuge.

Note: You can deactivate or reactivate the triangle display by pressing simultaneously on the R1 button and the △ button.

Moreover, the units in Conflict Zone have several other faculties which make them more flexible, natural, and powerful to manage:

- The units try to shoot at groups rather than isolated units.
- All the units have a list of priority targets they are especially efficient against. The units shoot their priority targets of their own accord when possible.
- The units in danger can tell a more powerful allied force that they are endangered so it can come to their aid if possible.
- The armored units can order the infantry to distance themselves from a target so that they can fire at it. This avoids involuntary damage to allies.
- Repair units (doctors, mechanics, and breakdown trucks) heal or fix wounded or damaged units of their own accord.
- Emerging formations. Depending on the behavioral instructions given to a group of units, the units instinctively place themselves around each other for maximum group efficiency and to increase their chances of carrying out the requested order. Emerging formations appear in the group.

2. Field of Vision and Height

When a unit is selected, a green circle around it represents its field of vision and enables you to control what the unit sees. The field of vision varies dynamically (the higher a unit, the farther it sees), but it also depends on the environment around the unit: the field of vision takes account of physical limits like cliffs or surrounding walls, which alter the range and the shape of the field of vision.

3. Armor and Life Points

Certain units are armored to enable them to absorb part of the damage they undergo. This armor is different at the front from at the back, and, generally speaking, is thicker at the front than at the back. A good strategy is to try to skirt around the enemy forces to shoot at them where they are least resistant.

The armor points are constant and deducted from all damage undergone. The difference between the damage points and the armor points is deducted from the life points of the affected unit. When a unit's life points reach zero, the unit is destroyed.

4. Neutralization (ICP)

Infantry units with less than 10% of their life points remaining (life bar in the red) are neutralized. They can no longer move or enter into combat until they have been cured. The ICP can repatriate its neutralized soldiers with its helicopter ambulance. As for the GHOST, it can take neutralized soldiers prisoner. After a few minutes, any neutralized units that are not cured die.

Note: GHOST infantrymen are fanatics and never give themselves up, even if they have less than 10% of their life points remaining.

5. Unit Experience

The units gain experience by accumulating adversary destruction. Certain units, such as doctors, mechanics or repair trucks, gain experience by accumulating their interventions in the fields of healing or making repairs. The more grades a unit clears, the more difficult it becomes for it to move on to the next grade. There are 6 experience levels in all, and these are more and more spaced out. Experience modifies the characteristics of the units:
life points, damage, vision range, and firing range. These characteristics are important, and consequently the experienced units are precious trump cards for the player. When the cursor is left on a unit for more than a second, the panel showing the unit's main characteristics appears:

The characteristics referred to are:

- "HP": current life points
- "VF": current visual distance (dynamically calculated according to the altitude)
- "AR": armor points (deducted from damage undergone)
- "DM": damage points
- "FR": firing range (dynamically calculated according to the altitude)
- "KL": number of units killed

VIII. ICP CAMP

1. Presentation

The ICP's actions are public. This organization must reestablish peace under the critical eye of independent media concerns. Through them, the entire world can judge the efficiency of its peacekeeping forces. In order to triumph over its enemy, the ICP's actions should be fair and fast. For this to be possible, the multinational force has the latest technologies at its disposal. The ICP units are therefore faster, more powerful, and more resistant, but their acquisition price is higher. Finally, the high ICP command will not have a general in command of more than 200 units at a time.

2. ICP Popularity Points

The ICP gains or loses popularity points according to the actions of the media. Twenty or so actions are given to the player to show his good faith to the world. Particularly notable are strong actions such as creating a refugee camp, saving civilians, de-mining a zone or rescuing his own soldiers taken prisoner by the enemy. Certain ICP actions nevertheless call for discretion. Means such as sabotage or sniper fire (very useful for routing out soldiers in plain clothes!) are accessible to the ICP camp via the commando units.

3. ICP Command Points

On the ICP side, command points are strongly linked to popularity. Popular actions give rise to various immediate bonuses. The ICP player who looks after his public image quickly wins more money, but his action time is limited. Public opinion is highly volatile. A long war brings down the number of popularity points and the command points gained become weaker and weaker.

4. ICP Strategies

Management of villages, where civilians are grouped, is highly strategic. The control of a village (and the prolonged safety of civilians in it) ensures an abundance of popularity and money to the player. Such a position enables the player to gain the confidence of his superiors and he rapidly develops his technological tree. This situation can quickly deteriorate, however, if a conflict erupts within a village. Dead civilians and burned houses will deprive the ICP player of all or part of his resources. Rather than risking the lives of civilians, an ICP player in a delicate position will have to withdraw to protect his hard-earned popularity.

5. ICP Technological Tree

Command center / outpost
- Fake command center / fake outpost
- Refugee camp
- Generator
  - Camp
    - Machine-gun bunker
    - Fake camp
    - Hospital
  - Vehicle factory
    - Artillery
    - Anti-aircraft defense
    - Fake vehicle factory
    - Logistics center
      - Repairs center
      - Advanced vehicle factory
      - Radar
      - Heliport
        - Nuclear/Chemical fallout shelter
        - Anti-missiles
        - Outpost

6. ICP Unit Production Centers

Camp	Vehicle Factory
Marine	Reconnaissance jeep
Bazooka	Tank
Grenadier	Mobile artillery
Saboteur	Troop transporter
Mechanic	Fake tank
Mine-clearing expert	
Doctor	
Spy	

Refugee camp
Civilian helicopter

Radar	Advanced vehicle factory	Heliport
Tactical fighter	Advanced tank	Assault helicopter
Strategic bomber	Mobile anti-aircraft defense	Transport helicopter
Missile-launching cruiser	Radar jammer	Prisoner helicopter
Reconnaissance drone	Mobile radar	Paratrooper helicopter
Mechanic	Fake tank	
	Missile launcher	
	Fake mobile anti-aircraft defense	
	Fake advanced tank	
	Fake missile launcher	

Hospital
Ambulance helicopter

IX. GHOST CAMP

1. Presentation

The player takes the place of a General paid by the GHOST, a secret organization that looks after the interests of member corporations and countries. For every conflict the player is placed at the head of the army of one of the GHOST member countries. He is hired for secret economic reasons in a war against a neighboring country that will be defended by the ICP. World public opinion is not a problem. He must above all convince his superiors of his efficiency, then convince the local population that the cause is a just one and that the real aggressor is the ICP. The player can use military propaganda media for that purpose. His army won't be able to rival the ICP army in terms of power and modernity, but on the other hand it will be easy for him to accumulate bigger armies of up to 255 units. It is in the GHOST's interest to block the situation and to place the ICP in a situation of failure in the eyes of the international media.

2. GHOST Popularity Points

Not being required to answer to the media as regards his acts towards civilians, the GHOST player manages his popularity points with more ease than an ICP player. To begin with, he must recruit civilians in villages and then take them back to his enlistment camp to turn them into good soldiers. Recruiting from the local population makes his popularity soar to 50%. Over 50%, management becomes harder: once he has obtained popular support, he has to earn the support of the high command. This is indispensable for acquiring the more advanced units. The player uses propaganda cameramen for this purpose. In order to gain popularity and develop his technological tree, he should place his cameraman where victory has been won and remove him immediately when defeated. A badly organized propaganda campaign will lead surely to failure. It all depends on his promptness and ability to use his cameramen at the right time.

3. GHOST Command Points

The player must convert civilians to his cause by enlisting them. It is sufficient for him just to take civilians from villages to enlistment centers. Unlike the ICP, this conversion does not earn the immediate bonus of command points, but each civilian enlisted brings in a substantial increase in the number of command points permanently allocated by the high command. Besides that, each civilian enlisted means one civilian less to be saved by the ICP!

4. GHOST Strategies

The GHOST player does not earn money in the form of bonuses but in a progressive increase in income, so it is in his interest to make the

conflict last. He must work on a long-term basis without forgetting to deprive his enemy of its main resource: civilians from the villages. He must constantly direct the conflicts in the villages rather than on his base. Efficient exploitation of converted civilians gives him the advantage of deceiving the ICP and the media.

5. GHOST technological tree

Command center / outpost
- Fake command center / fake outpost
- Enlistment camp
- Generator
  - Camp
    - Machine-gun bunker
    - Fake camp
    - Prison
  - Vehicle factory
    - Artillery
    - Anti-aircraft defense
    - Fake vehicle factory
    - Logistics center
      - Repairs center
      - Advanced vehicle factory
      - Radar
      - Heliport
        - Nuclear/Chemical fallout shelter
        - Anti-missiles
        - Outpost

6. GHOST Unit Production Centers

Camp	Vehicle factory
Soldier	Reconnaissance jeep
Bazooka	Tank
Grenadier	Mobile artillery
Sniper	Troop transporter
Mechanic	Mine-layer
Soldier in civilian clothing	Fake tank
Doctor	
Cameraman	
Spy	

Enlistment camp
Civilian helicopter

Radar	Advanced vehicle factory	Heliport
Tactical bomber	Advanced tank	Assault helicopter
Strategic bomber	Mobile anti-aircraft defense	Transport helicopter
Nuclear submarine	Radar jammer	Prisoner helicopter
Reconnaissance drone	Mobile radar	Paratrooper helicopter
	Missile launcher	
	Fake mobile anti-aircraft defense	
	Fake advanced tank	
	Fake missile launcher	

X. CREDITS

FOR MATHEMATIQUES APPLIQUEES S.A.

Producer Alain Prestat
Executive Producer Serge Autard
Project Leader Christophe Kohler
Lead Designer Sylvain Constantin
Game Designers Roman Campos Oriola, Sylvain Constantin, Olivier Denis, Thibaud De La Touanne

Lead Programmer Christophe Kohler
Programmers Christophe André, Fabrice Bernard, David Fallot, Stéphane Maruéjouls, Alexandre Mazel

Additional Programmers Mathieu Besson, Frédéric Brutin, Olivier Denis, Frédéric Hanoulle, Georges-Henry Portefait, Antoine Tandin

A.I. Lead Designers Julien Devade, Christophe Meyer
A.I. Designers Vincent Agami, Olivier Denis, Julien Devade, Christophe Dubreuil, Stéphane Maruéjouls, Christophe Meyer, Antoine Tandin

A.I. Programmers Powered by Direct IA Olivier Denis, Alexandre Gacon, Stéphane Maruéjouls, Alexandre Mazel, Antoine Tandin

Tools Progammers Frédéric Hanoulle, Georges-Henry Portefait, Antoine Tandin

Lead Artist Guillaume Drouin
Graphic Designer Thierry Doizon
ED Artists Guillaume Drouin, Sothera Khem, Benjamin Lafay, Jérôme Pourcel, Hiroji Yoshida

3D Animator Antonin Delboy
Additional 3D Animators Olivier De Testa, Guillaume Drouin, Benjamin Lafay, Jérôme Pourcel

2D Artists Bertrand Carduner, Thibaud De La Touanne, Thierry Doizon, Guillaume Drouin, Michel Frichit

Script Writers Sylvain Constantin, Olivier Denis, Julien Devade

Writers Sylvain Constantin, Olivier Denis, Audrey Leprince

Mission Designers Roman Campos Oriola, Sylvain Constantin, Olivier Denis, Christophe Meyer

Additional Mission Designers Jean-Baptiste Duval, Alexis Stacke
Multiplayer Map Designers Roman Campos Oriola, Sylvain Constantin, Antonin Delboy

Cinematic Scenes Olivier Denis, Thierry Doizon, Alexis Stacke, Antonin Delboy, Guillaume Drouin, Jérôme Pourcel, Hiroji Yoshida

Additional Artists Agata Baranger, Bertrand Carduner, Olivier De Testa, Michel Frichit, Arthur Gordon, Benjamin Lafay

Test & Tuning Roman Campos Oriola, Jean-Bapstiste Duval, Alexis Stacke

Additional Testers Thibaud De La Touanne, Christophe Dubreuil

Sound Design Michel Winogradoff, Studio DDO, Frédéric Devanlay, Big-Wheels Studio
Post-production Studio DDO, Paris
Special Sound Effects Michel Winogradoff

Music Fabien Ladoucette
Music Recording Studio EGP, Paris
Sessions Direction Fabien Ladoucette, Michel Winogradoff

Sound Engineers Georges Petillaut, Ken Ploquin

Musicians Cédric Berger, Daniel Bruley, Sylvain Cornille, Gilles Faubert, Eric Karcher, Jérôme Marinette, Lionel Surin, Jean-Marc Welch

Game Manual Sylvain Constantin, Jérôme Pourcel

Ubi Soft Entertainment

MANAGEMENT OF 3RD PARTY PROJECT
Director of Development (Europe) Anne Blondel
Executive Producer Raphaël Levi
Lead Designer Jean-Christophe Petit

TEST DEPARTMENT
Worldwide Tests Manager Eric Tremblay
Lead Tester Yan Charron
Testers Daniel Sarrazin, Pierre-Yves Savard, Jean-François Dessureault, Michel Morin, Yann Provencher, Marc-Olivier Plante

PRODUCTION
Produced by Yves Guillemot
Director of Development Alexis Godard
European Development Manager Anne Blondel
Worldwide Quality Manager Fabrice Pierre-Elien
Producer Raphael Levi
Lead Designer Jean-Christophe Petit

LOCALIZATION
Director Coralie Martin
Project Manager Anne Perreau
Language Specialist Xavier Kemmlein

US VERSION
Translation/Adaptation Adrian Mathews
Artistic Director Eddie Crew
Voices Andy Chase, Joe Rezwin, Ken Starkowich, Robert Burns, Sandy Bernard, Sharon Mann
Post-production Manu (Madisound), Hifi-Génie Productions

Linguistic Test Bug Tracker

OTHER CONTRIBUTIONS
American Manager of Publishing Tenders Willie Wareham

PUBLISHER: UBI SOFT ENTERTAINMENT

Chairman and Managing Director Yves Guillemot
International Production Director Christine Burgess-Quemard
International Development Director Alexis Godard
Editorial Director Serge Hascoet
Worldwide Quality Manager Fabrice Pierre-Elien
MARKETING
European Marketing Director Laurence Buisson
Brand Group Manager Axelle Verny
Brand Manager EMEA Sophie Colson
American Marketing Director David Bamberger
American Group Brand Manager Hélène Juguet
American Brand Manager Xavier Fouilleux

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Ubi Soft Technical Support
3200 Gateway Centre Blvd
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